The game is split into two phases: \*\*Phase 1 - Island Exploration & Item Collection\*\* and \*\*Phase 2 - Temple Boss Battle\*\*. The player's ultimate goal is to gather all collectable items and defeat the Big Boss in the temple.

Enemy Types

1. Purser Enemy: Enemies that chase the player. The player can evade them or destroy them by hitting their heads. They often protect key collectables, forcing the player to engage or avoid them.

2. Mortar Enemy: Stationary, long-range attackers. Positioned around collectable items, they fire projectiles in fixed patterns. Players must use walls and cover to collect items safely.

3. Big Boss: The final enemy with two attack modes: jumping to create shockwave explosions and chasing the player within the temple. If the player exits the temple, the Big Boss launches a homing bomb that relentlessly follows them.

Phase 1: Island Exploration & Item Collection

The player explores the island, gathering scattered items while dealing with enemies.

Collectable Challenges:

1. Mortar-Protected Zone: Collectables in these areas require strategic evasion, using walls to avoid Mortar Enemy fire.

2. Purser-Protected Items: Some items are guarded by Purser Enemies, demanding either combat or evasive maneuvers.

3. Health Packs: Spawn across the island to restore health, strategically placed near dangerous zones.

Objective: Collect all items to unlock the temple and progress to Phase 2.

Phase 2: Temple Boss Battle

The player fights the Big Boss in a confined temple arena. The Big Boss can jump to create explosive shockwaves and chase the player, requiring careful movement and timing.

Homing Bomb: If the player leaves the temple, the Big Boss launches a homing bomb.

Objective: Defeat the Big Boss by hitting its head.

Endgame:

After winning or losing, the player can restart the game.